ELECTRONIC

HOME ALONE 2™

LOST IN NEW YORK

LCD VIDEO GAME

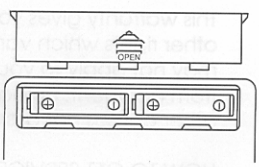
1 THE HOME ALONE 2™—LOST IN NEW YORK STORY

Kevin is about to begin another Home Alone adventure! This time he has taken the wrong plane on the family vacation. While the rest of the family has gone to Florida, Kevin has turned up in the largest city in the country, New York. But the city is not big enough for Kevin and two familiar bad guys, Harry and Marv! Do you remember Harry and Marv? Kevin helped to catch them in the last adventure, but they've escaped from prison!

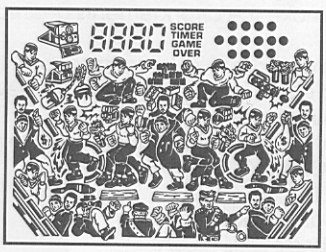
In an attempt to make some quick money, Harry and Marv are preparing to rob Duncan's Toy Chest. Mr. Duncan donates the Christmas proceeds to poor underprivileged kids—and it's up to Kevin to see that the bad guys don't escape with the money!

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

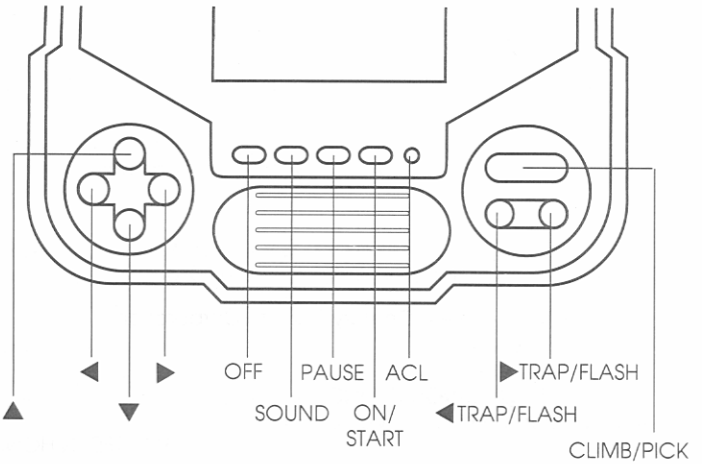
4 THE OBJECT OF THE GAME

You always play as Kevin. Avoid getting caught by Harry and Marv! Set up traps and catch them—before they catch you! There is a timer for each stage. If you can hold off Harry and Marv until the stage timer reaches zero, you win the stage. You begin each stage with 3 chances, but you lose a chance whenever you're caught by Harry and Marv. If you ever lose all your chances, the GAME IS OVER.

You score points for your good work! You score bonus points for catching Harry and Marv "in the act" of robbing the store by taking their picture with your camera!

YOU WIN THE GAME IF YOU CAN COMPLETE ALL 4 STAGES!

5 CONTROL GUIDE



ON/START — To turn on the unit.
— To start the game.
— To start each stage.
— To continue game (exit pause).

PAUSE — To pause the game.

SOUND — To control sound: on or off.

OFF — To turn off the unit.

CLIMB/PICK — To climb up for setting traps.
— To pick up the camera or monster sap (when it's next to you).

◀ TRAP/FLASH — To set up a trap on left by pressing the button four times.
— To take a picture to the left (if you're holding the camera).

▶ TRAP/FLASH — To set up a trap on right by pressing the button four times.
— To take a picture to the right (if you're holding the camera).

▲ — To step onto escalator going up to higher floor.

▼ — To step onto escalator going down to lower floor.

▶ — To move right.

◀ — To move left.

6 FEATURES

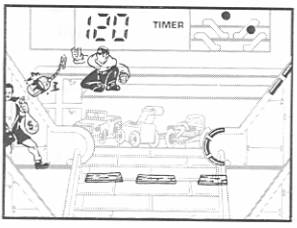
— 4 stages of trapping fun
— 3 floors of adventure
— store escalator for quick escape
— store directory (to locate enemy positions and yours)
— built-in sound
— sound on/off control
— maximum score retained
— built-in automatic power-off timer

7 GAME SUMMARY

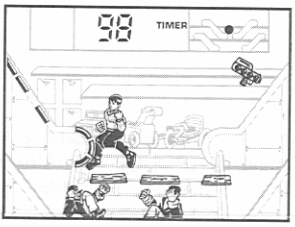
You always play as Kevin. You're in Duncan's Toy Chest. The store has 3 different floors of fun. Keep moving to avoid getting caught by Harry and Marv—and set up traps to catch them before they catch you! You score points for your good work! You score bonus points by catching them "in the act" with your camera!

You begin each stage with 3 chances. You lose a chance when you're caught by Harry or Marv. The GAME IS OVER if you ever lose all your chances.

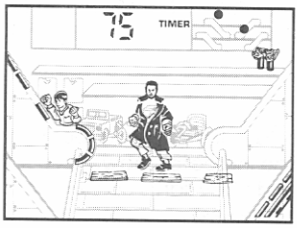
You want to hold off Harry and Marv for a total of 15 minutes. The time is divided into 4 stages of game play. You WIN the game if you can complete all 4 stages. Then the police will arrive and arrest Harry and Marv!



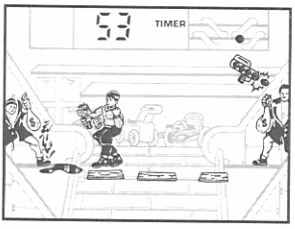
YOU'RE IN DUNCAN'S TOY CHEST! IT'S 3 FLOORS FULL OF FUN! SET UP TRAPS TO CATCH HARRY AND MARV—BEFORE THEY CATCH YOU!



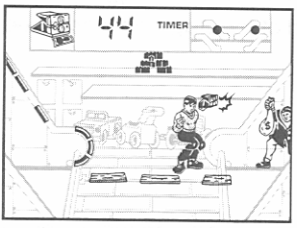
THERE IS A TIMER FOR EACH STAGE. YOU WIN THE STAGE IF YOU CAN HOLD OFF HARRY AND MARV UNTIL THE TIMER DROPS TO ZERO!



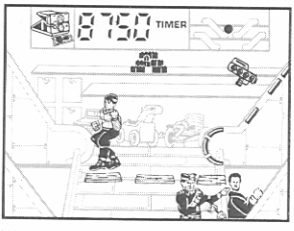
RIDE THE ESCALATOR TO MOVE UP OR DOWN TO OTHER STORE LEVELS TO AVOID ATTACK!



EACH TIME YOU SUCCESSFULLY TRAP HARRY OR MARV, THERE IS A SHORT INTERVAL OF DOWN TIME.



PICK UP THE CAMERA WHEN IT APPEARS! SNAP A PICTURE OF HARRY AND MARV TO PROVE THEY'RE ROBBING THE STORE! YOU'LL SCORE BONUS POINTS!



WHEN YOU COMPLETE THE 4TH AND FINAL STAGE, THE POLICE WILL ARRIVE AND ARREST HARRY AND MARV!

8 HOW TO PLAY

You always play as Kevin! You're in Duncan's Toy Chest and your old pals, Harry and Marv are there, too. They want to rob the place! It's up to you to hold them off until the police arrive!

You have to hold them off by escaping their attacks and by setting up traps for 15 minutes of game action, which is divided into 4 stages of play.

You begin each stage with 3 chances. You lose a chance each time Harry and Marv catch you. If you ever lose all your chances, the game is over, and Harry and Marv make off with all the stuff! (This is really a shame, since kindly Mr. Duncan donates the Christmas proceeds to needy kids!)

But you've stopped Harry and Marv before, and you can do it again by setting all kinds of neat traps! You also have the chance to use your camera and catch them "in the act" of robbing the store—so the police have the evidence to put them away for a long time! You'll score points for setting traps and catching the bad guys as well as bonus points for using your camera!

So...let's get started!

PRESS THE ON/START BUTTON TO TURN ON THE GAME!
You'll hear an "On" beep and the maximum score is displayed.

PRESS THE ON/START BUTTON AGAIN TO BEGIN PLAY.
You start on stage 1 with zero points. Action takes place in Duncan's Toy Chest. It's a very large toy store with 3 floors full of great stuff! You can even escape from store level to store level by riding on the escalator!

Use your control buttons to trap Harry and Marv—before they get you first! Be careful—they can hide inside playhouses and other toys!

PRESS CLIMB/PICK
— To climb up for setting traps.
— To pick up the camera or monster sap when it's next to you.

PRESS ◀ TRAP/FLASH
— To set up a trap on the left by pressing the button four times.
— To take a picture to the left (if you're holding the camera).

PRESS ▶ TRAP/FLASH
— To set up a trap on the right by pressing the button four times.
— To take a picture to the right (if you're holding the camera).

PRESS ▲
— To step onto escalator going up to a higher floor.

PRESS ▼
— To step onto escalator going down to a lower floor.

PRESS ▶
— To move right.

PRESS ◀
— To move left.

There are all kinds of great traps you can set:

- MONSTER SAP (TO MAKE THE FLOORS SLIPPERY!)
- PLASTIC BALL GUN
- OPEN PAINT CANS
- BUILDING BLOCK (CAN BE USED ONCE IN A ROOM)

You have to hold off Harry and Marv for longer periods of time as the game advances:

TRAPS:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
MONSTER SAP	YES	YES	YES	YES
PLASTIC BALL GUN	YES	YES	YES	YES
OPEN PAINT CANS	YES	YES	YES	YES
BUILDING BLOCK	YES	YES	YES	YES
CAMERA	YES	YES	YES	YES
TIMER (NOTE)	2 MIN	3 MIN	4 MIN	6 MIN
SPEED OF HARRY/MARV	LO	MED	MED	HI

NOTE: YOU WANT TO HOLD HARRY AND MARV FOR A TOTAL OF 15 MINUTES (POLICE WILL ARRIVE AFTER 15 MINUTES). THE TIME IS DIVIDED INTO 4 STAGES. THE TIMER IS DIPLAYED IN SECONDS.

SCORING

You score points for your good work:

10 POINTS FOR SETTING UP A TRAP
100 POINTS FOR CATCHING HARRY OR MARV WITH ONE TRAP
200 POINTS FOR CATCHING HARRY OR MARV WITH TWO TRAPS
200 POINTS FOR TAKING A SNAPSHOT (FLASH!) OF A BAD GUY WITH YOUR CAMERA

STORE DIRECTORY

There is a store directory in the display. It shows your position as well as the positions of Harry and Marv. The indicator showing your position flashes and the position of Harry and Marv lights up steadily! Use the store directory to plan your escape routes!

DOWN TIME

Harry or Marv are out of the running ("down time") for just a very short interval whenever you catch them by a trap. However, a bad guy is stuck in "down time" until the end of the stage after he's been caught by traps several times:

STAGE 1 5 TIMES
STAGE 2 7 TIMES
STAGE 3 10 TIMES
STAGE 4 15 TIMES

WINNING A STAGE

So you win a stage if you still have remaining chances when the timer expires or if both bad guys are out of the running!

PRESS THE PAUSE BUTTON AT ANY TIME TO CATCH YOUR BREATH.
PRESS THE ON/START BUTTON TO EXIT A PAUSE.

PRESS THE SOUND BUTTON AT ANY TIME TO PLAY IN SILENCE.
PRESS IT AGAIN TO REGAIN ALL THE SOUNDS OF THE CHASE!

The game automatically pauses after each stage.
PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU ARE READY.

PRESS THE OFF BUTTON WHEN YOU'RE FINISHED PLAYING.
But don't worry if you forget. The game automatically shuts itself off after about 3 minutes of non-action!

WINNING THE GAME

You win the game if you can hold off Harry and Marv long enough to complete stage 4. Then the police will arrive and arrest them!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out,DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, USA.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.